BONEYARD

The pile of bones before you stirs. They rise and reform into some kind of grotesque figure. As each bone finds its proper place, the shape of a huge serpentine creature emerges, one whose form is composed of interlocking bones and sinew, its head the skull of some unnamed and long-dead beast.

Body of Bones. A boneyard is an undead creature made entirely from the bones of other dead creatures. However, unlike a skeleton or similar monster, a boneyard's form is fluid in the sense that it can appear merely as a pile of bones, or as a serpent composed of bones, or some other form of its choice. Boneyards have been called by many names, depending upon where they are encountered, including bone weirds, dancing bones, and bonetakers.

Common Conglomerates. The actual skeletons and bones that make up the overall body of the boneyard can vary as widely as there are creatures with skeletal structures. Most boneyards form either through foul necromantic summoning rituals or spontaneously as a result of latent necrotic energy, but in either case, the bones that form the initial creature are often gathered from the same place. It is most common that a boneyard will consist of bones from a battlefield, graveyard, mausoleum, or other mass collection of corpses. As such, newly created boneyards often have a degree of consistency about them. For example, the bones in a boneyard born of a battlefield might cling to scraps of armor or banners from the two clashing armies.

Undead Nature. A boneyard doesn't require air, food, drink, or sleep.

Boneyard

Huge Undead, Chaotic Evil

Armour Class - 16 (natural armor)
Hit Points - 153 (18d12 + 36)
Speed - 20 ft., fly 60 ft.

STR 26 (+8)
DEX 14 (+2)
CON 14 (+2)
INT 18 (+4)
WIS 20 (+5)
CHA 16 (+3)

Saves INT +9, CHA +8
Skills Perception +10, Stealth +7
Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Terran
Challenge 13 (10,000 XP)

Proficiency Bonus +5

Traits

Bone Subsumption.
Whenever a boneyard bites a creature that has a skeleton it attempts to rip the bones from that creature's body and add them to its form causing the victim to take 22 (4d10) force damage, or half as much on a successful DC 16 Constitution saving throw.

Actions

Bite.
Melee Weapon Attack: +13 to hit, reach 10 ft., one creature.
Hit: 17 (2d8 + 8) piercing damage and the target is grappled (escape DC 18). The boneyard can only grapple one creature with its jaws at a time. In order to bite another target it must stop grappling a target grappled in its jaws. If the target is already grappled by the boneyard it has advantage on the attack and if it hits, the target becomes restrained.

Utter Subsumption.
One target who is restrained by the boneyard must succeed on a DC 18 Constitution saving throw or have their skeleton ripped out and subsumed by the boneyard, killing the victim instantly. On a successful save, the target takes 22 (4d10) force damage.

Summon Skeletons (2/Day).
The boneyard summons its choice between 3d4 skeletons or 1d6 minotaur skeletons. The creatures appear within 15 feet of the boneyard in an empty space of its choosing.